

AMENDMENTS IN THE CLAIMS

Please amend the claims as follows:

1. (currently amended) A method for generating a command in a computer messaging system, comprising the steps of:
receiving a command name at a server via said messaging system, said command name being sent by a client to initiate a particular one of multiple server functions identified by an executable having a name synonymous with said command name; [[and]]
utilizing said command name to automatically load a class file having a name including said command name; and
dynamically executing functions on said server associated with said class file.
2. (previously presented) The method of claim 1, further comprising:
comparing said command name to existing classes on said server;
when said command name does not match a name of an existing class, creating a new instance of said class; and
executing said new instance of said class.
3. (original) The method of claim 1, further comprising:
deleting a current command at runtime.
4. (previously presented) The method of claim 1, further comprising:
adding a new command at runtime; and
when a class file associated with said new command is available at a source other than said server, which is accessible from said server, dynamically loading said class file from said source and instantiating functions of said class file on said server.
5. (currently amended) In a computer system connected to at least one other network computer system, a method for employing a command in a messaging system operating on said computer system, said method comprising the steps of:

selecting a command desired to be executed at the network computer system connected to said computer system, wherein said network computer system comprises a set of class files that carry out specific functions when initiated; and

transmitting, within a message to the network system in which the selected command is to be executed, a command name for the selected command which matches a portion of a class filename for a class implementing the selected command, wherein said selected command triggers an activation and execution at said network system of functions associated with said class;

comparing said command name to existing classes on said messaging system;

when said command name does not match any one of said existing classes, creating a new instance of said class; and

executing said new instance of said class.

6. (canceled)

7. (currently amended) A method for employing a command in a computer network, said method comprising:

receiving a message containing a command name; and

comparing said command name to existing said class files;

locating a class file having an executable class filename that is substantially similar to said command name; [[and]]

loading and instantiating said class file and functions provided thereby; and

when said command name does not match any one of sad existing classes, executing a new instance of said class.

8. (canceled)

9. (currently amended) In a computer system connected to a network computer, a system for generating a command response, comprising:

selection means for selecting a command to be executed within a computer network;

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transmission means for sending a command name[[,]] within a message to the network computer, such that said command name causes and execution of said selected command, which matches a portion of a class filename for a class implementing said selected command;

means for adding a new command at runtime; and

means, when a class file associated with said new command is available at a source other than said server, which is accessible from said server, for dynamically loading said class file from said source and instantiating functions of said class file on said server.

10. (previously presented) The system of claim 9, further comprising:
means for comparing said command name to existing classes;
means for loading said class file having said command name;
means for creating a new instance of said class when said class cannot be loaded by said system; and
execution means for executing said new instance of said class.

11. (canceled)

12. (original) The system of claim 9, further comprising:
means for deleting a current command at runtime.

13. (currently amended) A system for employing a command via a messaging system, comprising:

means for receiving a command name into a server via said messaging system;

means for comparing said command name to existing classes;

means for utilizing said command to automatically load a class file having a name including said command name; [[and]]

means for dynamically executing functions associated with said class [[file]] file after said class file is loaded;

means, when said command name does not match any of said existing classes, for creating a new instance of said class; and

execution means for executing said new instance of said class.

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14. (canceled)
15. (previously presented) The system of claim 13, further comprising:
means for adding a new command at runtime; and
means, when a class file associated with said new command is available at a source other than said server, which is accessible from said server, for dynamically loading said class file from said source and instantiating functions of said class file on said server.
16. (original) The system of claim 13, further comprising:
means for deleting a current command at runtime.
17. (currently amended) A computer program product within a computer readable medium having instructions for generating a command, comprising:
instructions within said computer program product for receiving a command name from a client computer via a messaging system; [[and]]
instructions within said computer program product for utilizing said command name to automatically load a class file having a name including said command name; and
instructions within said computer program product for ~~executing~~ dynamically executing functions associated with said class [[file]] file after said class file is loaded.
18. (previously presented) The computer program product of claim 17, further comprising:
instructions within said computer program product for comparing said command name to existing classes on said server;
instructions within said computer program product for creating a new instance of said class when said class name does not match any one of said existing classes; and
instructions within said computer program product for executing said new instance of said class.
19. (previously presented) The computer program product of claim 17, further comprising:
instructions within said computer program product for adding a new command at runtime; and

instructions within said computer program product for dynamically loading said class file from said source and instantiating functions of said class file on said system when a class file associated with said new command is available at a source other than said system.

20. (original) The computer program product of claim 17, further comprising:
instructions within said computer program product for deleting a current command at runtime.
21. (canceled)
22. (currently amended) A computer program product within a computer readable medium having instructions for employing a command in a messaging system, comprising:
instructions within said computer program product for selecting a command to be executed; [[and]]
instructions within said computer program product for transmitting, within a message to a system in which the selected command is to be executed, a command name for the selected command which matches a portion of a class filename for a class implementing the selected command, wherein said command name triggers an execution of a related function of said class when received at a recipient computer system;
instructions within said computer program product for comparing said command name to existing classes on said server;
instructions within said computer program product for loading said class file having said command name;
instructions within said computer program product for creating a new instance of said class; and
instructions within said computer program product for executing said new instance of said class.
23. (canceled)
24. (original) The computer program product of claim 22, further comprising:

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instructions within said computer program product for deleting a current command at runtime.

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